

FIG. 1 is a block diagram of a system 100 for generating output images 109 from input models 101.

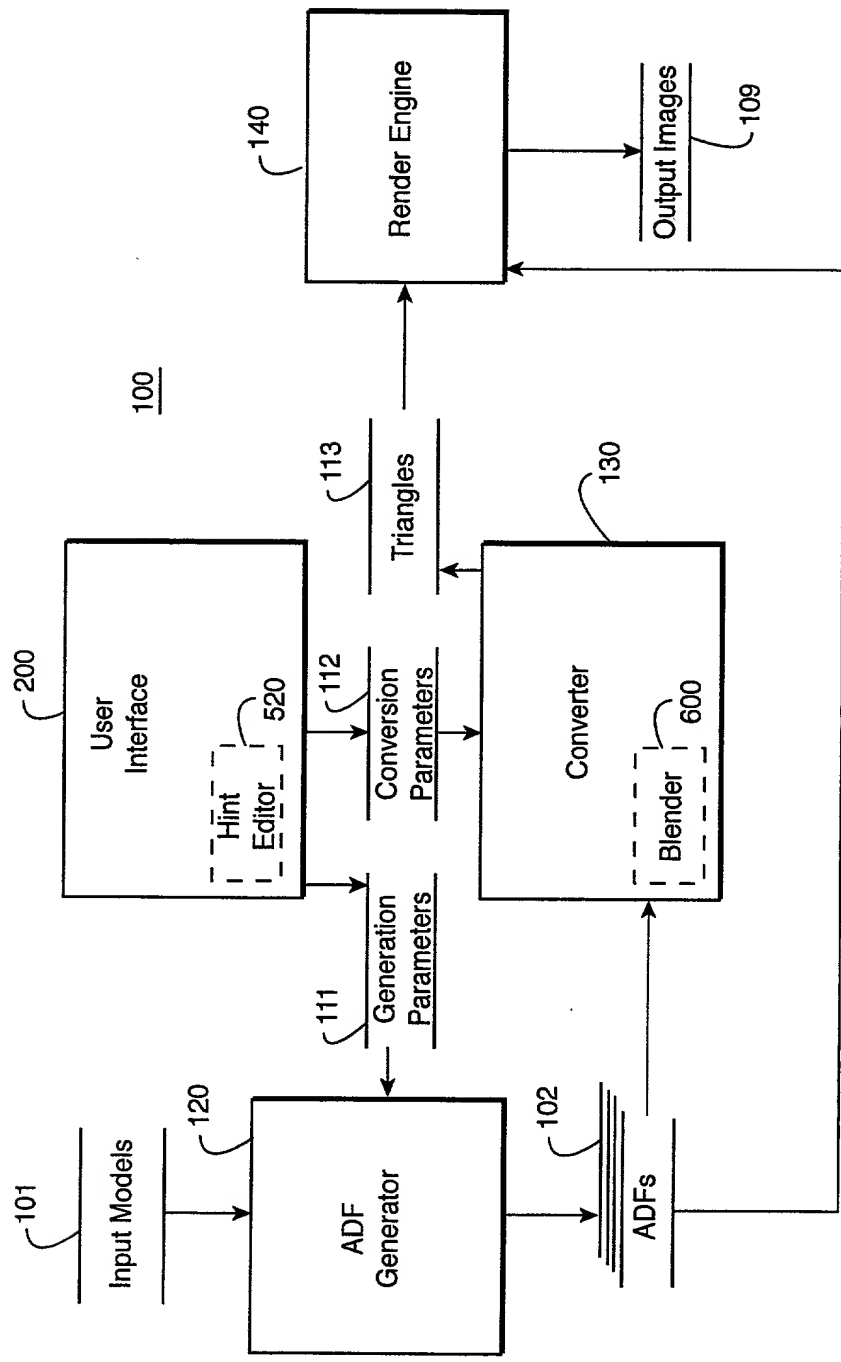
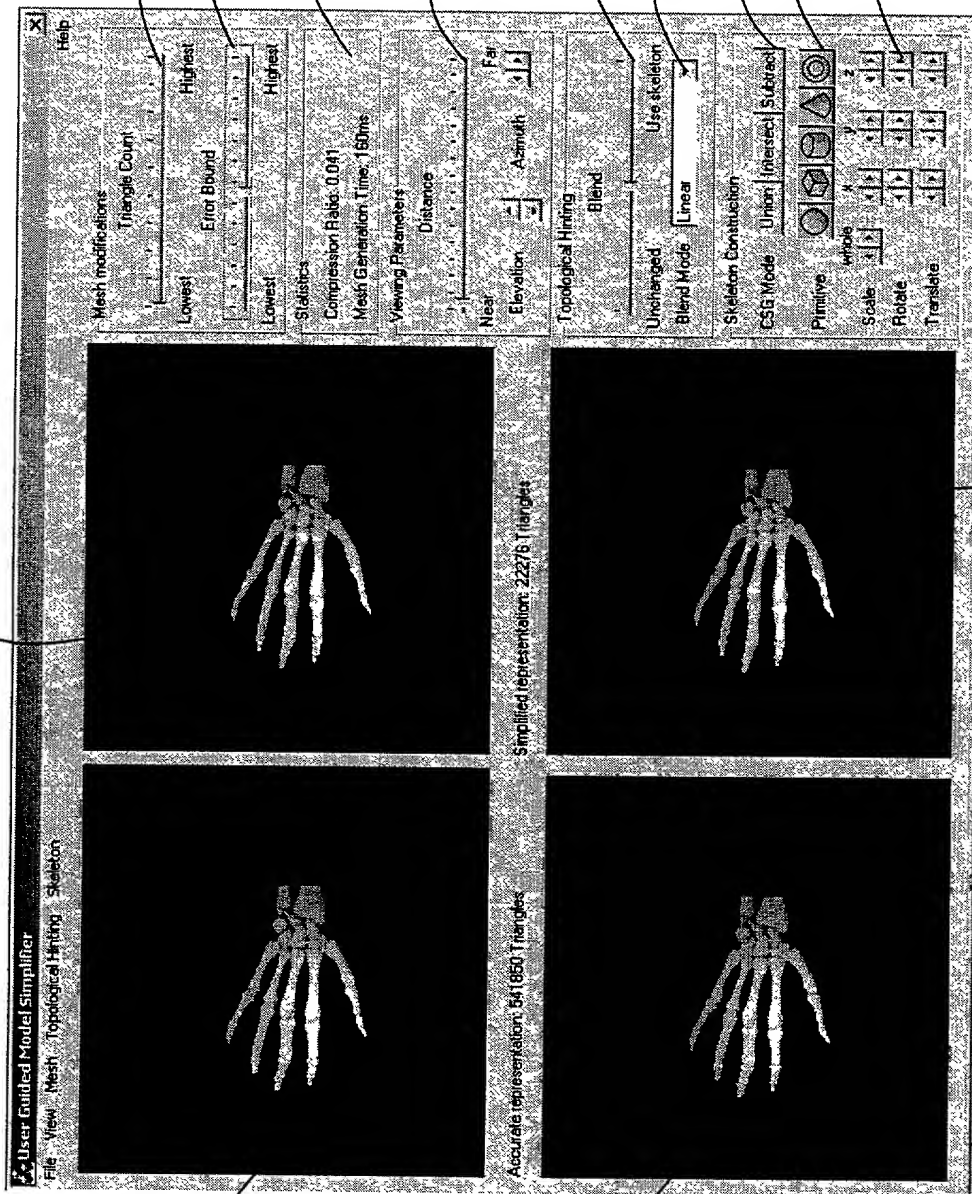


FIG. 1

FIG. 2 is a screenshot of a software interface for a 3D model simplification tool. The interface displays four views of a 3D model of a hand, showing the progression from an accurate representation to a simplified representation. The views are labeled 201, 202, 203, and 204. The interface includes a menu bar with options like File, View, Mesh, Topological Hiding, Skeleton, and Help. A toolbar on the right contains various icons for model manipulation, including a 'Use skeleton' button. The main area shows the 3D model in a wireframe view, with a simplified representation overlaid. The simplified representation is labeled 204. The interface also displays statistics such as 'Triangle Count' (211), 'Error Bound' (212), 'Statistics' (220), and 'Viewing Parameters' (213). The 'Statistics' section shows 'Compression Ratio: 0.041' and 'Mesh Generation Time: 160ms'. The 'Viewing Parameters' section shows 'Distance' and 'Near' values. The 'Topological Hiding' section shows 'Blend' and 'Use skeleton' options. The 'Skeleton Construction' section shows 'CSG Mode' (Union, Intersect, Subtract) and 'Primitive' (Sphere, Cube, Cylinder, Cone, Pyramid, Torus, Box, Sphere with holes). The 'Scale' and 'Rotate' sections show 'Scale' and 'Rotate' values. The 'Translate' section shows 'Translate' values.

203



201

202

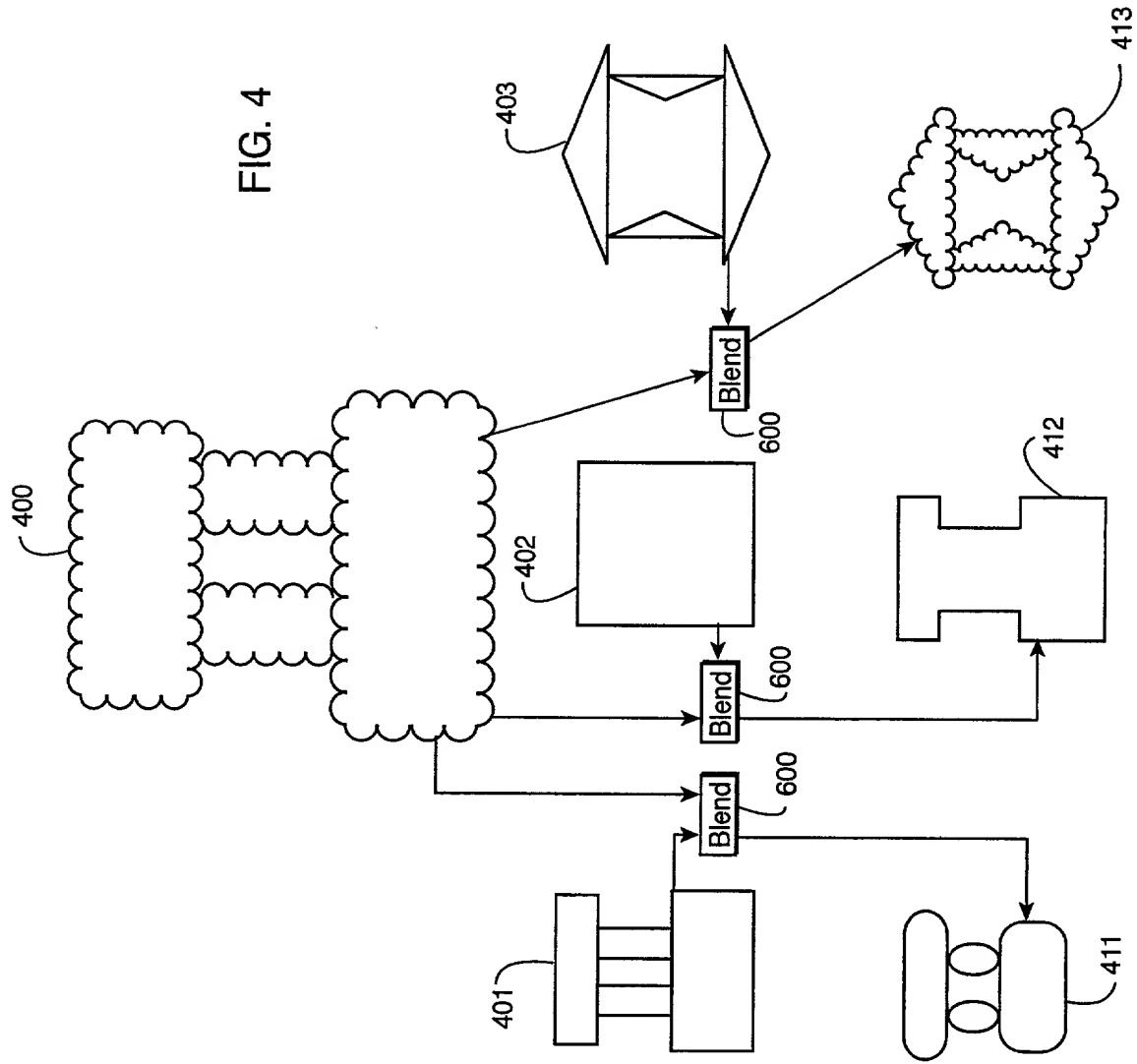
FIG. 2

200

204

Triangles	Cow	Triangles	Bunny
12	<10ms	502	<10ms
868	<10ms	2192	10ms
2010	10ms	21878	40ms
5202	10ms	69790	130ms
Triangles	CSG Object	Triangles	Hand
552	<10ms	12807	20ms
1848	10ms	49866	90ms
22584	40ms	197854	360ms
202564	360ms	541850	930ms

FIG. 3



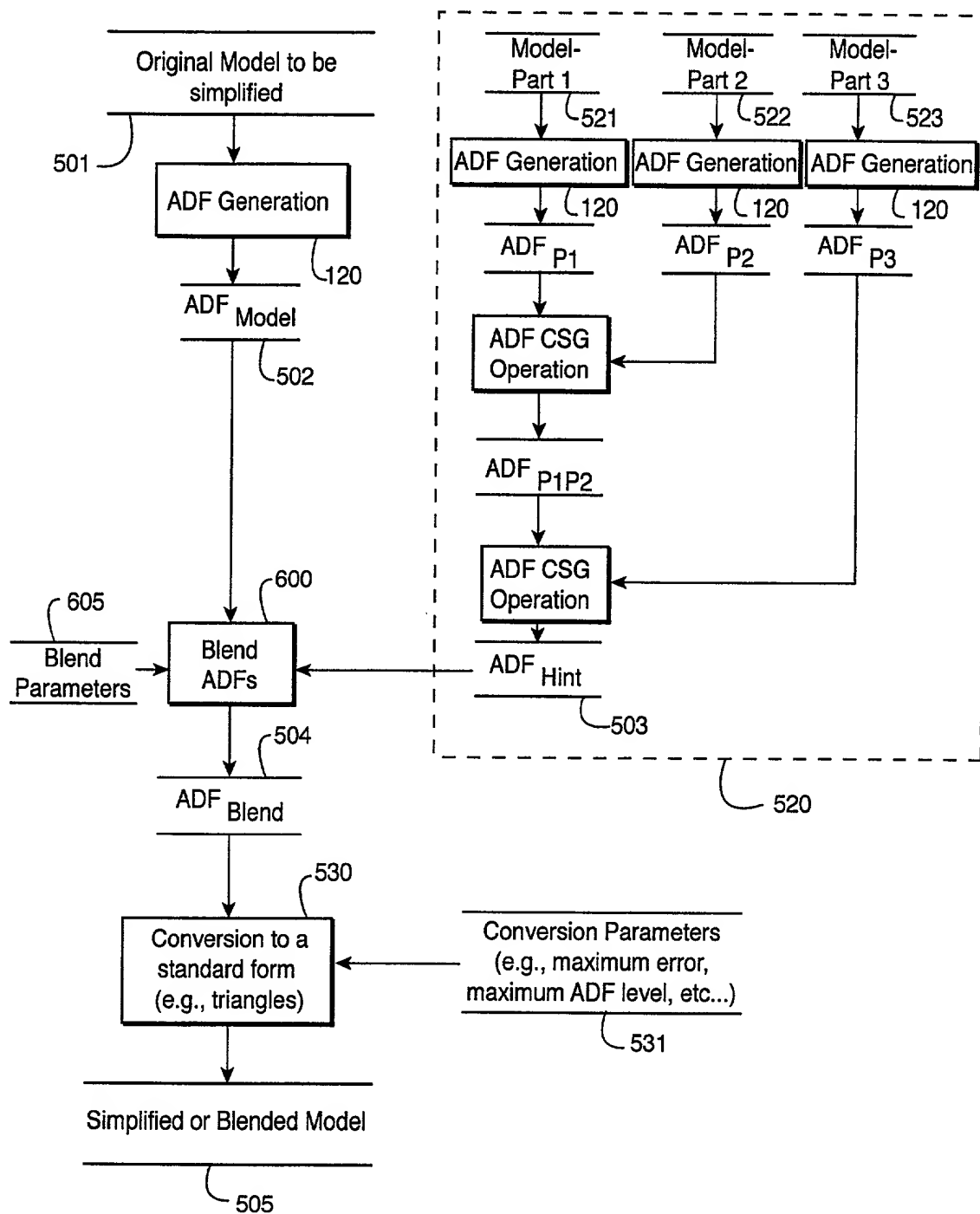


FIG. 5

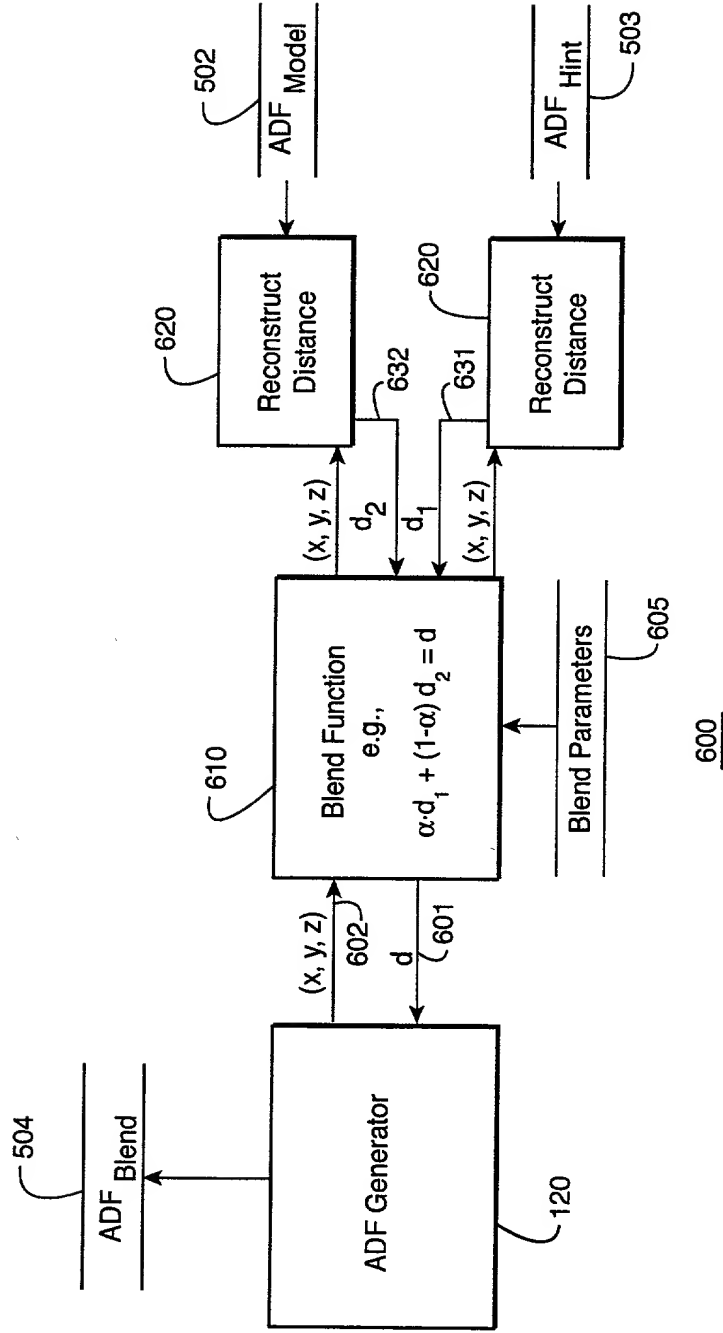


FIG. 6